

1. (original) A multiple surface game table comprising:
 - a. three game surfaces, each game surface attached to the others at each side to form an equilateral triangular cross sectional table body;
 - b. two end planar members supporting each end of the table body;
 - c. a frame formed of a pair of support members, each support member supporting the end planar member portions of the table body at a bearing wheels mounted on the support member having free rotation;
 - d. a locking handle engageable into and disengageable out of any one of the three locking holes positioned on the end planar member, wherein the engagement of the locking handle into a locking hole maintains a horizontal game surface and prevents the rotation of the table body.
2. (currently amended) The multiple surface game table of Claim 1 further comprising: a triangular axle path on each end planar member having a rail outside surface; the bearing wheel riding on the rail outside surface that supports the table body, wherein the triangular axle path is configured to allow three equilibrium positions corresponding to the display of each of the three game surfaces.
3. (original) The multiple surface game table of Claim 1 wherein the game table surface includes a table tennis game surface and a table tennis net.
4. (original) The multiple surface game table of Claim 1 wherein the game table surface includes an air hockey table.
5. (original) The multiple surface game table of Claim 1 wherein the game table surface includes a billiard table.
6. (original) The multiple surface game table of Claim 1 wherein the game table surface includes a poker table.
7. (currently amended) A multiple surface game table comprising:
 - a. three game surfaces attached to each other at each side to form an equilateral triangular cross sectional table body;
 - b. two end planar members supporting each end of the table body,
 - c. a frame formed of a pair of support members, each support member supporting the end planar member portions of the table body at bearing wheels mounted on

- the support member having free rotation;
- d. a locking handle engageable into and disengageable out of any one of the three locking holes positioned on the end support member, wherein the engagement of the locking handle into a locking hole maintains a level and stable horizontal game surface and prevents the rotation of the table body;
 - e. a triangular axle path on each end planar member having a axle path outside surface, the bearing wheel riding on the axle path outside surface that supports the table body, wherein the triangular axle path is configured to allow three equilibrium positions corresponding to the display of each of the three game surfaces.
8. (original) The multiple surface game table of Claim 7 wherein the game table surface includes a table tennis game surface and a table tennis net.
 9. (original) The multiple surface game table of Claim 7 wherein the game table surface includes a billiard table.
 10. (original) The multiple surface game table of Claim 7 wherein the game table surface includes a poker table.
 11. (original) The multiple surface game table of Claim 7 wherein the game table surface includes an air hockey table.
 12. (original) The multiple surface game table of Claim 7 further comprising a spin bumper mounted on the air hockey game table.
 13. (original) An improved air hockey game table comprising: a spin bumper mounted on the table surface, an axle mounted between the spin bumper and bumper motor, the axle protruding beneath the surface of the table, the bumper spinning according to the rotation of the motor mounted underneath the table.
 14. (original) The improved air hockey game table of Claim 13 wherein the bumper motor receives inputs controlling the speed and direction of the motor.
 15. (original) The improved air hockey game table of Claim 13 wherein the bumper is disk shaped appearing circular from a top plan view.
 16. (original) The improved air hockey game table of Claim 13 wherein bumper has rubber surface coating at the side surface that receives contact with the puck.
 17. (currently amended) The improved air hockey game table of Claim 13 further

comprising:

- a. three game surfaces attached to each other at each side to form an equilateral triangular cross sectional table body;
- b. two end planar members supporting each end of the table body,
- c. a frame formed of a pair of support members, each support member supporting the end planar member portions of the table body at bearing wheels mounted on the support member having free rotation;
- d. a locking handle engageable into and disengageable out of any one of the three locking holes positioned on the end support member, wherein the engagement of the locking handle into a locking hole maintains a level and stable horizontal game surface and prevents the rotation of the table body;
- e. a triangular axle path on each end planar member having a axle path outside surface, the bearing wheel riding on the axle path outside surface that supports the table body, wherein the triangular axle path is configured to allow three equilibrium positions corresponding to the display of each of the three game surfaces, wherein the game table surface includes an air hockey table.